

Claims amended under §19

1. (Amended) A control system for communication robot for supporting input of interactive actions to be performed by a communication robot, comprising:

5 a storage means for storing in advance information on a plurality of behaviors associated with a plurality of behavior programs including a spontaneous behavior program for performing a spontaneous behavior and a reflex behavior program prepared with inclusion of determination of a precondition and for performing a reflex behavior in response to behavior of a person when the precondition is satisfied;

10 a display means for displaying a list of said plurality of behaviors in a user-selectable manner based on said information stored in said storage means;

a behavior decision means for deciding a behavior to be performed by said communication robot from said list of behaviors displayed by said display means according to a user's operation; and

15 a generation means for generating reproductive motion information for interactive actions to be performed by said communication robot, based on a history of the behavior decided by said behavior decision means.

2. A control system for communication robot as set forth in claim 1, wherein said display means further displays a list of a plurality of emotional expressions in a user-selectable manner;

20 said behavior decision means further decides an emotional expression which is to be added to the behavior to be performed by said communication robot, from said list of emotional expressions according to the user's operation; and

25 said generation means generates said reproductive motion information based on the history of the behavior and emotional expression decided by said behavior decision means.

3. A control system for communication robot as set forth in claim 2, wherein said behavior decision means further includes a determination means for determining whether or not the emotional expression selected by the user is appropriate to the selected behavior, and does not permit said emotional expression to be added to said behavior if said determination means determines that said emotional expression is not appropriate to said behavior.

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4. A control system for communication robot as set forth in any one of claims 1 to 3, further comprising a transmission means for, when said behavior decision means has decided the behavior to be performed by said communication robot, transmitting an execution instruction for said behavior to said communication robot.

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5. A control system for communication robot as set forth in any one of claims 1 to 4, wherein said display means displays said list of behaviors classified by region of said communication robot.

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6. A control system for communication robot as set forth in any one of claims 1 to 5, wherein when the behavior is selected from said list of behaviors by the user's operation, said display means displays an image of an appearance of said communication robot performing said behavior.

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7. (Amended) An action input support program for supporting input of interactive actions to be performed by a communication robot, on a control system for communication robot comprising a storage means for storing in advance information on a plurality of behaviors associated with a plurality of behavior programs including a spontaneous behavior program for performing a spontaneous behavior of said communication robot and a reflex behavior program prepared with inclusion of determination of a precondition and for performing a reflex behavior in response to behavior of a person when the precondition is satisfied, causing a processor of said

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control system for communication robot to execute:

a display step of displaying a list of said plurality of behaviors in a user-selectable manner based on said information stored in said storage means;

5 a behavior decision step of deciding a behavior to be performed by said communication robot from said list of behaviors displayed by said display step according to a user's operation; and

a generation step of generating reproductive motion information for interactive actions to be performed by said communication robot, based on a history of the behavior decided by said behavior decision step.

10 8. An action input support program as set forth in claim 7, wherein

said display step further displays a list of a plurality of emotional expressions in a user-selectable manner;

said behavior decision step further decides an emotional expression which is to be added to the behavior to be performed by said communication robot, from said list of emotional expressions according to a user's operation; and

said generation step generates said reproductive motion information based on the history of the behavior and emotional expression decided by said behavior decision step.

9. An action input support program as set forth in claim 8, wherein said behavior decision step further includes a determination step of determining whether or not the emotional expression selected by the user is appropriate to the selected behavior, and does not permit said emotional expression to be added to said behavior if said determination step determines that said emotional expression is not appropriate to said behavior.

25 10. (Amended) A storage medium storing a program for supporting input of interactive actions to be performed by a communication robot, on a control system for

communication robot comprising a storage means for storing in advance information on a plurality of behaviors associated with a plurality of behavior programs including a spontaneous behavior program for performing a spontaneous behavior and a reflex behavior program prepared with inclusion of determination of a precondition and for 5 performing a reflex behavior in response to behavior of a person when the precondition is satisfied, wherein

 said program causes a processor of said control system for communication robot to execute:

 a display step of displaying a list of said plurality of behaviors in a 10 user-selectable manner based on said information stored in said storage means; a behavior decision step of deciding a behavior to be performed by said communication robot from said list of behaviors displayed by said display step according to a user's operation; and a generation step of generating reproductive motion information for 15 interactive actions to be performed by said communication robot, based on a history of the behavior decided by said behavior decision step.

11. A storage medium storing a program as set forth in claim 10, wherein said display step further displays a list of a plurality of emotional expressions in a user-selectable manner;

20 said behavior decision step further decides an emotional expression which is to be added to the behavior to be performed by said communication robot, from said list of emotional expressions according to the user's operation;

 said generation step generates said reproductive motion information based on the history of the behavior and emotional expression decided by said behavior decision step.

25 12. A storage medium storing a program as set forth in claim 11, wherein

5 said behavior decision step further includes a determination step of determining whether or not the emotional expression selected by the user is appropriate to the selected behavior, and does not permit said emotional expression to be added to said behavior if said determination step determines that the emotional expression is not appropriate to the behavior.

10 13. (Amended) An action input support method for supporting input of interactive actions to be performed by a communication robot, on a control system for communication robot comprising a storage means for storing in advance information on a plurality of behaviors associated with a plurality of behavior programs including a spontaneous behavior program for performing a spontaneous behavior and a reflex behavior program prepared with inclusion of determination of a precondition and for performing a reflex behavior in response to behavior of a person when the precondition is satisfied, including:

15 a display step of displaying a list of said plurality of behaviors in a user-selectable manner based on said information stored in said storage means;

20 a behavior decision step of deciding a behavior to be performed by said communication robot from said list of behaviors displayed by said display step according to a user's operation; and

25 a generation step of generating reproductive motion information for interactive actions to be performed by said communication robot, based on a history of the behavior decided by said behavior decision step.

30 14. An action input support method as set forth in claim 13, wherein said display step further displays a list of a plurality of emotional expressions in a user-selectable manner;

35 said behavior decision step further decides an emotional expression which is to be

added to the behavior to be performed by said communication robot, from said list of emotional expressions according to the user's operation; and

 said generation step generates said reproductive motion information based on the history of the behavior and emotional expression decided by said behavior decision step.

5 15. An action input support method as set forth in claim 14, wherein said behavior decision step further includes a determination step of determining whether or not the emotional expression selected by the user is appropriate to the selected behavior, and does not permit said emotional expression to be added to said behavior if said determination step determines that said emotional expression is not appropriate to said behavior.

10 16. (Added) A control system for communication robot as set forth in any one of claims 2 to 6, wherein

15 when said emotional expression is added to said behavior, said generation means corrects control data for performing the behavior according to the emotional expression and generates reproductive motion information including the corrected control data.

17. (Added) An action input support program as set forth in claim 8 or 9, wherein when said emotional expression is added to said behavior, said generation step corrects control data for performing the behavior according to the emotional expression and generates reproductive motion information including the corrected control data.

20 18. (Added) A storage medium storing a program as set forth in claim 11 or 12, wherein

when said emotional expression is added to said behavior, said generation step corrects control data for performing the behavior according to the emotional expression and generates reproductive motion information including the corrected control data.

25 19. (Added) An action input support method as set forth in claim 14 or 15, wherein

when said emotional expression is added to said behavior, said generation step corrects control data for performing the behavior according to the emotional expression and generates reproductive motion information including the corrected control data.